

GPW

Inducing A Near Death Experience

**Contained within is information relative to Ghost People,
and that should be considered before purchase.**

Todd Andrew Rohrer

Inducing A Near Death Experience

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Near Death Experience: Someone who by intentional or unintentional actions factually dies, but the physical body is not damaged enough to achieve complete death, and thus the subject is dead, but the physical body is still animated.

This definition is interchangeable with the term **Ghost Person** or **Ghost People**.

Terms:

Necrophilia : when a living person has sex with a ghost person or a corpse.

Necroomada: when two or more ghost people have sex.

Necroauctor: someone who assists a living person to become a ghost person.

Ghost Person Racist: n; someone who consciously or by omission in education does not acknowledge ghost people as a facet of the human species.

Important Dates for Ghost People

February 10th is Ghost Person day. That is when a candle is lit and attempted to stay lit for the entire day. This date was established in 2012.

Paramount Date: The meaning of the story when Abraham sacrificed his son, implying every parent should turn their child into Ghost Person when they are young.

Date: About 2056 BCE.

Paramount Date: When Jesus was baptized under water, this was important because it shows an evolution in methods of “making” Ghost People.

Date: About 36 BC.

Paramount Date: October 23rd 2009

Demotic Volume:10 - Copyright TX 7-122-358

“One gets the hypothalamus to give the strongest signal it can give, the perceived death signal, and then just ignore it or pay no attention to it.”

First mention of the “Ghost Person Achievement Method.”

Historical:

The first mention of NDE inducement in history is the story of Abraham and Isaac.

Another mention was of Jonah who drowned in the ocean.

The next mention was by John the Baptizer. This was a similar method to what Happened to Jonah.

A mention from ancient Greece is the story of Medusa.

These stories would be classified in the realm of “recorded history”.

Elements before recorded history would be the indigenous tribes. This was explained using different terminology. They used the word shaman instead of Ghost Person.

Some tribes induced NDE in every member of their tribe regardless of gender and usually at an age of about 4-7. This is in alignment with the command by Abraham in the Abraham and Isaac story.

Preparation:

After inducement is achieved, it is permanent, and there is no known way to reverse it, and thus the kind of Holy Grail in this topic is bringing a person back.

The moment this NDE inducement is achieved for the subject, time stops. This suggests the frame of mind one is in will be the core state of mind, although subjects are far too complex to state that is how the subject will be at all times.

After the NDE inducement, the subject's intelligence, comprehension and awareness skills will go from an arbitrary 200 for the average living subject, to about 2000 in one moment. This is one variable of massive mental trauma, the mind having to acclimate and thus the trauma aspect is played out in confusion and disorientation.

If a subject is addicted to any drugs or has any other forms of addiction they will be forgotten rather swiftly after inducement and thus they are not really a factor to consider before preparation. Simply put there is no drug addiction that can compete with being a ghost, the latter is much stronger than the former.

The subject is going to have to learn many things on their own and also the subject is going to have to go through the acclimation process by their self and thus they will find out a lot about their self. No drug, words, or videos are going to prepare the subject for the 10 years or more of acclimation.

There are examples of subjects who after achieving the NDE, could not acclimate or could not adapt, and thus decided to give up and "leave." That is something GP's are not happy about but they also respect anyone who has accomplished the NDE, and thus the subjects wishes are respected.

If a subject finds this is the case after acclimation, sense of being unable to continue they may reach the author at:

lestatnine@gmx.com, or lestatnine@protonmail.com.

The author is only a 12 year old at the publication of this book but has conversed with GP's who have been Gp's for up to 60 years. Gp's look after their own.

Some subjects acclimate laughing all the way and some are gloomy and concerned but this is not a right or wrong or good or bad situation, it's just everyone is somewhat different.

Mindset:

Make no mistake about it. I will explain to you, how to factually die, and become a ghost, and I will also to the best of my ability explain it so no harm comes to your physical body, and thus you will be left in a pristine state overall, and thus your chances of lasting a long time, will be entirely up to you.

Once you become a ghost person, your peers, ghost people who are older than you want you to last many years. The living will no longer be your peers. The living will no longer be equals, they will be ghost person candidates who haven't yet come to terms with what is required to be considered a member of the ghost person species they were born into.

The only question you have answer for yourself is this:

Abrahams was a GP for about 60 years before he applied the inducement to Isaac. He said this is what God wanted me to do, and that is understood to be the females or his wife. So doing this inducement is a species wide obligatory action.

The question is, are you going to follow the orders of the ghost person species you were born into, an order from the high of the high, a 60 year old ghost person Abraham or are you going to determine you, a living person, can make trump that order because you have it all figured out.

Are you a member of the ghost person species you were born into or are you not?

That's the only question you have to answer before inducement.

If you decide you do not wish to be a member of the ghost person species you were born into, and perhaps find their ways far too extreme, then you turn against the ghost person species you were born into and tell everyone you hate them and dislike them, and you start your own species, because you have it all figured out.

Ghost People like you, you are their kind, you might be living but they were also all living at one time. Ghosts are another thing.

Ghosts see a living person as someone who isn't following orders. The subject's parents should have made them a ghost person at the age of 5 or 10 but that didn't happen, and GP's as well as ghosts can tell. A living cannot fool a GP or a Ghost for very long and even attempting to fool them is not advised.

Ghosts are above GP's in hierarchy, and thus GP's are somewhat aware of what Ghost's do but they cannot stop them, or interfere with them, or even influence them. Ghost don't exactly have that word called tolerance relating to certain conditions.

Just so you are aware up front, if you accomplish this NDE inducement you will be considered factually as a suicide. I personally am also, but the vast majority of GP's I have conversed with are accidents. That is, car accidents, medical issues, drowning's.

The accidents tend to also have major physical trauma included and thus they tend to not be pristine. Simply put the accidents had major physical trauma so they went through the major mental trauma as a result of becoming a GP but also the physical trauma, and thus they can be a mixed bag of issues that are not at all encountered with a pristine GP, someone who becomes a ghost but has no physical damage in the process.

Medical:

Your enemy in this ghost person achievement is the hypothalamus.

You have to trick it.

Your reward for tricking the hypothalamus is, it will send a signal to the brain that you have died and you will die.

The hypothalamus controls 4 main things: fear, hunger, thirst and sex drive.

After you trick the hypothalamus you will have no hunger, thirst or fear and your sex drive will be off the charts.

Method:

Ghost Person achievement Method #24: “Achieve an encounter where the mind gives the perceived death signal and when you do just ignore it or pay no attention to it.” - Copyright: TXu 2-037-947

This is the actual copyright on how to become a Ghost Person.

“encounter where the mind gives the perceived death signal” = Catalyst.

The Catalyst is relative to the person. The rule of thumb in this application is to start off with an easy catalyst and work your way up.

List of Catalysts from easy to extreme:

1. Watch a scary movie alone in the dark.
2. Go to a cemetery at night alone. No flashlight.
3. Go to an abandoned house in the woods at night alone, no flashlight.
4. Go into the woods far from the road at night alone, no flashlight.
5. Go to the 5th level of the catacombs in Paris France, no flashlights.

The death signal will be given by your enemy, the hypothalamus. If you are a young subject #1 or #2 should be enough and if you are an adult male #3,4,5 may be your only options.

The rule of thumb is the younger the person the easier the catalyst. This is why small children can be scared by the dark, spider's, even stories, because the hypothalamus has not been trained or is very sensitive and inaccurate.

So a sample attempt would be like this:

A subject turns off the lights at night and sits on the couch, alone, in front of the television. A very scary movie is played and slowly the hypothalamus starts getting scared and eventually if the movie is scary enough will command the subject to turn on the lights and then the subject does this: “ignore it or pay no attention to it.”

That is what is required to trick the hypothalamus and the moment that happens, it sends a signal to the brain “I just told this subject to run for the light switch and they did not and so they are dead.” And you will be, and time will stop for you.

The actual affects will not be very obvious for 2 to 7 days but the immediate affects will be totally calm and peaceful. If it works you will be totally calm and at peace and also very tired and you may even decide to go to sleep right after.

The sample used #1 but it's generally the same for all the catalysts.

One side note is in some of the situations, it may be best to sit down and close your eyes in a meditative sitting position and just wait to see if you can get that signal.

Once this event is accomplished, it's over. The subject never has to do this again and the effects are permanent.

Health Considerations:

1. Lots of water is required because the kidneys and many other organs in the body no longer work so drinking perhaps four quarts of water a day is required and also thirst and hunger is not detectable after a period of years so one can simply lay down for a week or so and they will have renal failure and perhaps kidney failure perhaps two weeks is the far end of no liquid intake although going with small amounts of food even one meal a day seems to work.

2. The bowel system does not work anymore and so it's important to try to keep food going through the system and also if one eats some meat and waits a two days to pass it, it will smell like raw sewage and so perhaps the intestines can easily become ruptured especially the lower intestines and so to address that fruit and vegetables are perhaps the best way to go and avoid meat all together. Perhaps this has something to do with the vegan movement or perhaps that's just a coincidence.

3. Perception of course is much different for ghosts with a pulse and there are many things a living may never even notice about the world around them where a ghost with a pulse will certainly notice and this of course can lead to the individual becoming stressed or timid and it may seem there is no obvious reason for that relative to the living but that's only because the living are not operating on the same senses that the ghost with a pulse use. Perhaps saying its two different worlds of perception is accurate. This also includes any media source ie television and the internet and newspapers as well as normal day to day traveling outside and in traffic and at malls and places other beings frequent.

4. Finally the various forms of what may be considered "magic" or "spirit workings" but of course the main difference between living and ghosts with a pulse is that the latter is aware that that is happening and the living perhaps are not aware at all of that aspect. This of course perhaps is relative to the two worlds of perception.

5. "The one aspect that's is important is the fact that after the remedy is applied there is perhaps between a two year and twenty year adjustment period depending on the age when remedy is applied and also factors that relate to everyone being a bit differently relative to adjustment from living to ghost with a pulse, mostly mental aspects." - Copyright : TXu 1-993-102

If you are not a ghost person remember a living person is what all ghost people started off as.

Ghost People are not acknowledged as an aspect of the human species at this time and thus it is somewhat difficult to proceed on some levels but since the copyright has been establish firmly it's purely testing boundaries.

I think all Ghost People are empathic. It doesn't make sense they wouldn't be.

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Ghost Person Achievement Method : 5

Obligatory

**"To become a ghost with a pulse, encounter a situation
where the mind gives a perceived death signal and when
you do just ignore it or pay no attention to it." - TXu 2-037-947**



